

キャッチ・ザ・ハート

TAITO

# TOP LANDING

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FLIGHT PASS

HORIZONTAL

VERTICAL

地形下

CORSE OUT

地形下

地形下

地形下

LEFT TURN TIME 00

地形下

## "T O P L A N D I N G"

### HOW TO PLAY:

- \* Insert coin(s)
- \* Position the joystick and throttle lever in the blue position.
- \* Take off according to the instructions displayed on the screen.
  - "Increase the power" ----- Increase the power to move the plane forward.
  - "Turn the joystick left"-- Turn the plane left and position it straight on the center of the runway, then move forward at full speed.
  - "Nose up" ----- Pull back on the joystick to take off.
- \* The player fails in take-off if the plane runs off the runway before take-off or does not take off within the given time. However, the game does not end.
- \* After finishing a take-off, the airport selection screen is displayed. The landing airports are Tokyo, Osaka, Fukuoka, Washington, Sydney, Rio De Janeiro, Paris and San Francisco.
- \* To select an airport, move the cursor by turning the joystick left or right. Then press the start button to begin the game.
- \* When an airport is selected, the name of the landing airport, the name of the player's plane, the altitude and the present velocity of the wind are displayed on the screen.
- \* During flight, the following notices are displayed on the information panel:
  - "Up"--- Nose up more!      "Right turn" --- Turn the joystick right!
  - "Down"- Nose down more! "Left turn" ---- Turn the joystick left!
- \* When landing the selected airport, the weather conditions indicated during the airport selection screen will begin to appear.
  - Clear weather(Day, evening or night)      -Rainy weather(Vision is obstructed and the runway is slippery. Be careful, landing the plane at full speed may cause you to overrun the runway.)
  - Cloudy weather(Vision is obstructed by clouds)
- \* For a good landing, watch each meter carefully. The meters include an inclination meter, altimeter, course indication meter and a wind velocity meter.
- \* Failures of landing are:
  - "Course-out" -- When the plane drifts off course to the right or left.
  - "Overrun" ----- When the plane overruns the runway.
  - "Crash" ----- When the plane falls.
- \* As the round progresses, the direction of the wind changes, the starting position changes and the wind velocity changes.
- \* When the player succeeds in landing, the airport selection screen is displayed again.
- \* The game ends if the player fails to land the plane.
- \* The game will also end when the player lands the plane successfully at all 8 airports.
- \* Points are awarded based on your performance during take-off and landing.